Copy a Part

Introduction

The copy operation creates a *dependent* shallow copy of another part. The new part has its own set of attributes (except for representation), but shares geometric and variable data with the original. One of the best reasons to create a copy is to show multiple variables on one part at the same time in a side-by-side configuration. The copy can be moved independently since new copies are automatically assigned a new **frame**.

Basic Operation

To create a copy of a part or parts:

1. Select the desired part(s) in the Parts List. A separate copy will be created for each selected part.

2. Select Edit > Part > Copy.

The new copies will be added to the end of the Parts List with "– COPY" appended to the part description.

Advanced Usage

The most common reason for needing a copy of a part is to display multiple variables on the same geometry simultaneously. When you create a copy, a new Frame is also created and the copy is assigned to it (when you create multiple copies at the same time, a new frame is created for *each* new copy). Using Frame Mode, frames can be manipulated (*e.g.* translated or rotated) independently. See **How To Create and Manipulate Frames** for more information.

Other Notes

The dependence of the copy on the original has some important consequences:

1. If you change the **visual representation** of the original, the representation of the copy will change as well.
2. If you perform a **Cut** operation on the original, the copy will also be cut. If the operation was Cut & Split, the copy will only refer to (depend on) the "front" or "inside" portion of the resulting cut part.
3. You cannot delete the original until the copy has also been deleted.
4. Since the part copy only exists on the client, you cannot save a part copy to disk.

If you want to create a dependent, non-shallow copy of a part, you can perform a **merge** operation on a single part. This type of copy does now have the same consequences: the resulting "copy" is basically independent except that it cannot exist without its parent.

See Also

User Manual: **Part Operations**